



RC CRAFT CHALLENGE RULEBOOK

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RULEBOOK

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RC AIRCRAFT CHALLENGE

August 24th- 27th, 2024

RULEBOOK 2024

1.0 Competition Overview

The RC Craft challenge is an exhilarating event where enthusiasts showcase their piloting skills and creativity in designing and flying remote-controlled aircraft. Participants navigate through challenging courses, execute thrilling maneuvers, and compete for precision and speed. It's a captivating display of innovation and passion for aviation.

The teams build an aerodynamically sound RC Plane within specified dimensions to achieve successful flight. The RC plane should take off, land, and perform maneuvers. The competition consists of three rounds: two elimination rounds and a final round. The performance of each RC Plane in all rounds evaluated individually. The team with the highest score in the final round is declared as winner.

2.0 The Team

Tournament Teams and Team members are subject to the following:

2.1.0. Team Name

All Team names must be approved by IFeS. The Team name must be unique and not be identical or very similar to the name of a previously-registered Team. The name also cannot be identical or very similar to any commercially-trademarked name. IFeS reserves the right to require the renaming of any Team whose name it deems inappropriate, offensive or conflicting. Once a Team has been accepted for entry into the Tournament, the Team's name cannot be changed, unless they receive written permission from IFeS.

2.2.0. RC Aircraft Pilot

An individual may participate or construct a team of maximum 10 members. The member who flies Aircraft is called Pilot

2.3.0. Team Technical Expertise

One member or a combination of members of the Team must have knowledge and understanding of all of the technical aspects of the RC Aircraft.

3.0 The Flying Zone

3.1.0. Field Dimensions

The field area would be approx. **200 M²**. There are marked/specified regions/spots to take off and land the aircraft. Hurdles will be placed at a different location in the Flying Zone and also have arrows marked to depict the maneuvering path. Specific checkpoints will be defined in the ground for changing the batteries, adjusting gains, calibration of sensors, etc.

4.0 The Aircraft

The team has to design and construct an aircraft as per given specifications. Commercial aircraft kits won't be allowed. Following specifications and rules address many well-known safety issues of aircraft, but are not expected to cover all design possibilities. The team should give thought to their designs and use common sense, and be aware that inspection team will inspect and assess aircraft for compliance with the safety requirements on the day of the competition.

- The complete aircraft dimensions should be of wingspan of minimum 100cm to maximum 150cm.
- Aircraft weight including battery should not be more than 4Kg.
- There is no restriction on the use of any material or specification for the Aircraft body and wings.
- Use of Gearboxes, Belt Drive Systems, and Propeller Shaft extensions are allowed
- Team can use Electric Motor Propulsion only, with a single motor configuration.
- The Aircraft must be powered by commercially available Lithium-Polymer battery packs.
- Separate battery for the radio system must have a minimum capacity of 1000mAh

5.0.0 Competition Structure

During official competition play, there are key positions must be filled.

5.1.0. Referee

Each round of competition is controlled by the referee. He has full authority to enforce the rules of the competition to which he has been appointed. Referees observe and supervise the Competitors before, during and after challenges and to give final scoring and making decision. The referee is encouraged to use the designated walking area next to the field. The decisions of the referee regarding facts connected with play are final.

The referee may only change a decision on realizing that it is incorrect or, at his discretion, on the advice of an assistant referee, provided that he has not restarted play.

The referee is not held liable for any kind of injury suffered by an official or spectator, any damage to property of any kind nor any other loss suffered by an individual, club, organization, institution or other body.

The captain is the only team member that may talk to the referee.

Duties

- The general duties of Referees are Starting Competition, Stopping Competition early, declaring a win, Declaring and administering Timeouts, watching for safety violation The referee ensures a safe competition for all participants and aircraft. The referee ensures a fair competition according to the rules.
- The referee ensures that there is no interference by unauthorized persons or team members.

- If at any time before or during a competition, a Referee observes disruptive or other inappropriate behaviour by any Operator or Team support person in or around the area of competition, the Referee has the authority to require that person to leave the area immediately.

5.2.0. Assistant Referee

The assistant referee supports the referee wherever he can. He is encouraged to use the designated walking area, opposite the referee. No team members are allowed to talk to the assistant referee.

Duties

- The assistant referee indicates when misconduct or any other incident has occurred out of the view of the referee.
- The assistant referee discusses unclear situations with the referee

5.3.0. Aircraft Piolet

Before the start of the competition, every team has to designate Aircraft Piolet and Team Captain if any.

5.4.0. Competition Preparation

All people that fill a role in the competition have to be ready at least 10 minutes before the start of the competition to allow the referee to make the following preparations

- **Competition Result Sheet:** The referee obtains a competition result sheet along with ball from the organizing committee. After the competition, the referee fills in the final score, collects the required signatures and submits the sheet to the organizing committee.
- **Choosing Team Colours:** The referee asks the captain of the teams about their preferred team colour (either blue or yellow). The sticker of the same colour will be given to teams to put on their Drone.
- **Game Kick-off:** Schedule of teams to play will be announced day 1 of the competition. Teams should be available as per their scheduled time.
- **Designating Aircraft:** The referee asks Aircraft Piolet to use inspected Aircraft only.

6.0.0 Flying Coordination

6.1.0. Countdown to Start: The Referees will determine when each Team is ready to start, at which time Aircraft Piolet from each Team will show a green card to indicate their Team's readiness to begin the competition.

6.2.2 Fault: If a Referee or Judge notices premature actions or any other violation of starting procedure, he or she may declare a Fault, and require a Restart.

6.3.2. Timeouts: Any Referee can call for a Timeout to stop the Competition. Team must immediately stop the movement. The subsequent actions of the Referees, IFeS Officials will depend upon the circumstances that resulted in the Timeout.

7.0. Winning the Challenge (Game Play)

7.1.0. Pre-Game setup:

- The Aircraft will be evaluated on various parameters such as design, construction, and innovation.
- Every aspect of the Aircraft will be observed for scoring which includes the connection of various parts, fixing of components, materials used, aeromodelling, etc.

Game Clock: The game clock starts as soon as the referee commands the beginning of the round and stops as soon as the maximum access time (5 Minutes) of that round elapse.

Run Time: Run time starts as soon as the game clock starts/the aircraft takes/off and stops when the aircraft lands successfully.

Flight time: The flight time will be the official time taken by each aircraft.

Flight time= (Total Access time for the round)-(Run time)

7.2.0. Round 1

Elimination Round – Launching and Landing of Aircraft:

- One team would be playing at a time. In this round, Team has to do a survey of ground to gather information
- Aircraft piolet can do hand launch or can use launch pad within a 5-meter stretch.
- Only one hand is permitted for launch. Aircraft piolet must remain inside the launch zone
- Team would be given maximum 3 minutes for Pre-flight checks and launch.
- The RC Aircraft must remain airborne. The challenge is to take off from a specific location and land within the boundary of a predetermined circular landing spot in the minimum time possible and before the access time elapses
- The top 25 teams to complete the circuit with the best timings will move to the final round.

7.3.0. Final Round (5min)

AIRCRAFT PRIX

- Maximum of two attempts to complete the challenge
- Aircraft piolet has to compete the circuit without avoiding hurdles placed in Flying Zone
- Points will be awarded for maneuvering through hurdles and time taken to complete the circuit. Stability and Piolet's control ability will also be judged.
- Negative points will be awarded for crashes.
- The team completing the circuit in the minimum time frame and scoring the maximum point will be nominated as the winner of the competition.

7.6.0. Radio Control:

Radio control requirements:

Radio systems MUST NOT cause interference to other frequency users. At Aircraft, only the 2.4ghz DSS (Digital Spread Spectrum) frequencies are allowed. Radio telemetry is permitted on 433MHz and 2.4GHz.

8.0. General Rules of Tournament

8.1.0. Prohibited Activities: IFeS expects all Competitors to act in a safe and legal manner. The actions of a single Team member may be grounds for Disqualification or Expulsion of the entire Team. The following activities are prohibited; violation of any of these terms may result in Competitor and/or Team Disqualification, as determined by IFeS. and/or Producer in their sole and absolute discretion.

- **Unruly Behavior:** Fighting, belligerence, threat of physical violence or other unruly behavior, including abusive physical contact with any IFeS Official, will not be tolerated and can result in the immediate Expulsion of the offending Team member's entire Team from the Tournament.
- **Vehicles in Pit Areas:** Scooters, bicycles, skateboards, skates and similar vehicles cannot be used in any of the Pit Areas. In addition, powered vehicles such as Segways, hoverboards or powered scooters cannot be used or stored in the Pit Areas. The only exceptions are wheelchairs (manual and powered) occupied by disabled persons, and vehicles used by authorized personnel for Tournament operations.
- **Running and Playing:** Running in the Pit Area, except in an emergency, is not allowed. Running while carrying a charged pneumatic tank, or any sharp or otherwise dangerous part, may result in the revoking of the Pit Pass of the offender.

Engaging in horseplay, tossing balls or other items, or operating remote-control vehicles or equipment in the Pit Area is also not allowed.

- **Team Property:** No Team member may deliberately touch, handle or otherwise come in contact with any Aircraft, parts, tools or other equipment belonging to another Team, without the explicit verbal authorization from a member of the other Team
- **Smoking:** Use of either tobacco products, nicotine vapor devices (e-cigarettes) or similar non-nicotine delivery devices is specifically prohibited in any of the Pit Areas, and in any other indoor or nearby outdoor area that is marked as "No Smoking".
- **Alcohol Use:** No alcohol may be consumed at the Tournament by any Team member at any time. In addition, no alcoholic beverage may be brought into any of the Pit Areas. A Team member under the influence of alcohol is not allowed in any of the Pit Areas, and cannot participate in any activity involving the preparation, transport or operations at the Tournament.
- **Illegal Drugs:** No possession of illegal drugs or other substances or any use thereof will be tolerated at any time or place during the entire production, on camera or off. Penalty is immediate dismissal of the entire Team of the offender from the Competition and Program.
- **Firearms and Explosives:** No firearms, weapons, explosives or other dangerous items or materials of any kind may be possessed or brought to any Tournament location by any Competitor or anyone else other than authorized law enforcement personnel.
- **Lasers:** Deliberate pointing of any laser at any other person at the Tournament will not be tolerated and may result in the immediate Expulsion of the offending Team member's entire Team from the Tournament.

No Pets: No pets of any kind are allowed anywhere at the Tournament. The only exception is a certified service dog being used to assist a disabled person

8.2.0. Prize: Winner of the tournament will be awarded cash prize, certificate and trophy. IFeS reserve the right to make changes to the total prize pool amount and/or the prize pool allocation prior to the commencement of the Tournament.

- **Prize Forms:** Each Team Member will be required to fill out and sign his/her Team's Team Member & Prize Allocation Form prior to commencement of the Tournament. The Team Member Prize & Allocation Form specifies how that Team wants its prizes (if any) allocated amongst the Team Members. Only Team

members listed on the Team Member & Prize Allocation Form are eligible to receive a prize (if any). Additionally, prior to the awarding of any Tournament prizes, each Team member entitled to part of the prize will be required to execute a Prize Acceptance Form outlining the amount of the total prize that the Team is entitled to, and portion of the Team prize to which the individual Team member is entitled.

8.3.0. Rule Changes During Competition: Rule changes between years can have unforeseen consequences. If a rule is found to cause significant negative impact to the competition, the rules may be adapted under the following conditions:

- Only between phases of the competition
- Only for major problems, as a last resort.
- The change must be approved by all team leaders (by an unanimity vote)

8.4.0. Final Authority: TechnoXian organizer shall have final authority over the interpretation and application of all Rules and decisions regarding the Rules shall be made by TechnoXian in their sole and absolute discretion. Decisions by TechnoXian in regards to the interpretation and application of the Rules, the Tournament and the Program shall be final and not subject to challenge or appeal.

Notice: These Design Rules may change at any time with or without specific notice to you. Any changes made to these rules will be noted in a revised Design Rules document with a higher Rev number. You acknowledge and agree that it is your responsibility to read, understand, and comply with any and all rules provided herein or otherwise by TechnoXian. It is strongly encouraged that you check these Design Rules often for any changes that may affect your design, build, and/or ability to compete in the Tournament. TechnoXian reserves the right to remove any Team from the Tournament at any time for any reason (including, without limitation, failure to meet safety and/or technical requirements) in its sole and absolute discretion